

SEGA

B
A
G
H
S

SHINING FORCE

CD™



4656



Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

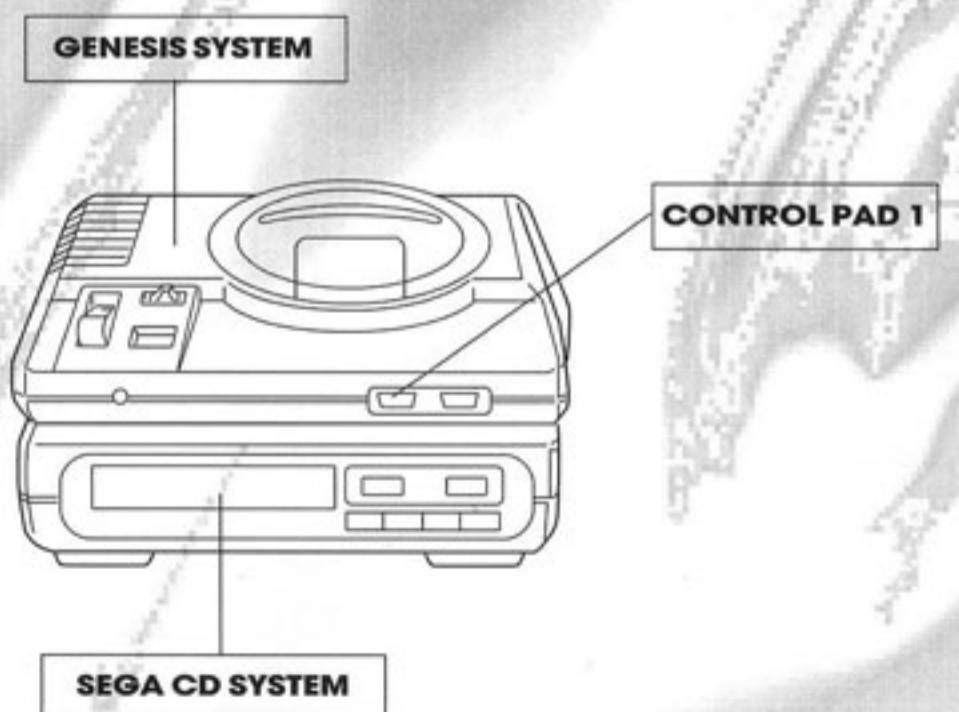
If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

CONTENTS

Starting Up	2
Menace Of Iom	3
Take Control!	4
Game Options	5
You Want Information	7
Option Boxes	8
• Help Options	9
• Item Options	10
• Save Option	11
• Member Options	11
• Shopping Options	12
Forward Into Battle!	13
• Battle Options	14
• Special Game Options	15
• Control Options	15
The Shining Force Members	16
Weapons And Other Items	19
Spells	21
Retreat/Defeat	23
Help From Headquarters	24
Shining Force Gallery	25
Credits	26

Starting Up: How to Use Your Sega CD

1. Set up your Sega CD system by following the instructions in your Sega CD System Instruction Manual. Plug in Control Pad 1.
2. Turn the system on. The Sega CD animated display will appear. If nothing appears on screen, turn the system off and make sure it is set up correctly.
3. Press Button C on the Genesis Control Pad, and the on-screen Control Panel will appear. Use the D-Pad to select **EJECT** and press Button C to open the CD tray.
4. Place the *Shining Force CD* disc in the well of the CD tray and press Button C. The CD Tray will close, and the words **CD-ROM** will appear on the Control Panel.
5. Use the D-Pad to move the cursor onto **CD-ROM** and press Button C. The opening screens of the game will appear.
6. If you wish to stop a game in progress or the game ends, press the Reset Button on the Genesis console to display the on-screen Control Panel.



FOR GAME PLAY ASSISTANCE, CALL 1-415-591-PLAY.

MENACE OF IOM

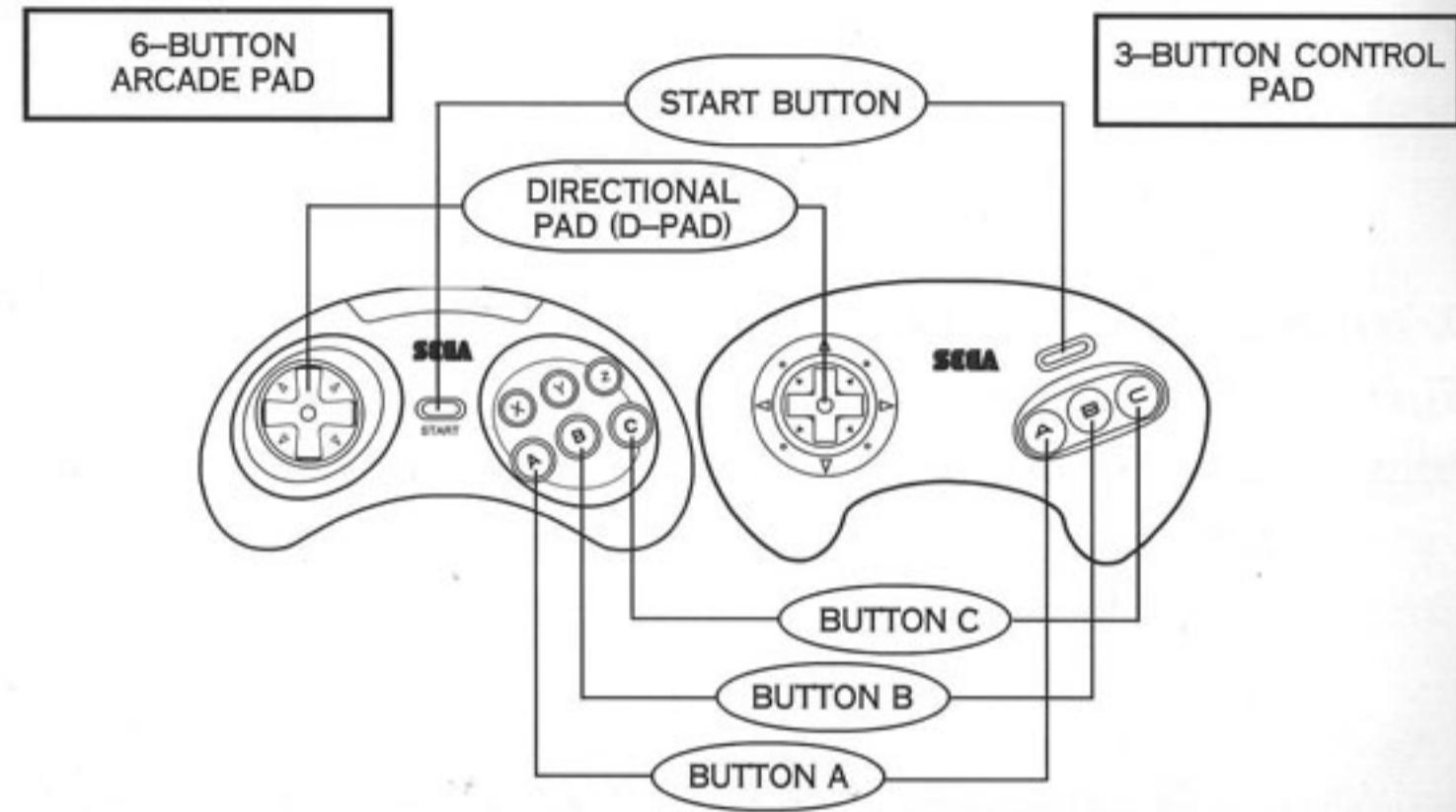
With the defeat of Dark Dragon by Guardiana's Shining Force, the land of Rune became peaceful once again. At last the residents were able to carry on with their daily lives, planting crops, reading and enjoying the Sunday afternoon jousting matches.

Decades have passed, and the original Shining Force members have gone their separate ways, some to new adventures in distant lands, and others to more peaceful pursuits back home. Anri, Shining Force's most powerful mage, has been elected ruler of Rune, and has spent many years rebuilding Guardiana, restoring it to its former glory.

But evil forces once again rise out of the mist of darkness. The neighboring Kingdom of Cypress has sown the seeds of Rune's destruction—Iom, the grand wizard, has turned his powers to the task of bringing the Iom demon out of Hades and into Rune.

This time it will take the combined forces of Guardiana and Cypress to stop Iom from unleashing the demon on the people of Rune!

TAKE CONTROL!



Directional Pad (D-Pad)

- Moves Highlighter
- Moves characters in game screens

Start Button

- Forwards through Story screens to Title screen

Button A

- Opens options boxes and status windows
- Accesses character statistics
- Speeds through messages
- Selects highlighted options

Button B

- Cancels selections
- Speeds through messages

Button C

- Opens options boxes and status windows
- Accesses character statistics
- Speeds through messages
- Selects highlighted options

Note: Buttons X, Y and Z on the 6-Button Arcade Pad have no functions in this game.

GAME OPTIONS

IS THIS YOUR FIRST TIME?

It is recommended that you use a Sega Back-Up Ram cartridge (sold separately) to play the *Shining Force CD* game. When using the Sega Back-Up RAM cartridge, make sure it is inserted in your Genesis unit before turning on your Sega CD.



After you turn on your Sega CD system, the SEGA logo appears, followed by the *Shining Force CD* story screens. Press Start to skip the story screens. Press Start again when the Title screen appears to open the Game Options screen.

If this is your first time playing, only the **NEW GAME** option is available. Press Button A or C, then select the space to save

the game. You can use either the Sega CD built-in backup space (which holds one game), or the cartridge backup space (which holds up to five games). Press the D-Pad left or right to switch between the Sega CD back up and cartridge backup, and press Button A or C. Now select the adventure.

Note: You may start either of the two adventures, but if you select the second adventure to start with, the name of the first adventure's hero defaults to Nick.

ADVENTURES

Shining Force CD is actually three adventures in one. In the first adventure, the Guardiana Shining Force travels to the kingdom of Cypress to save Princess Anri. The second adventure starts where the first one leaves off; the Cypress troops join forces with Guardiana to stop King Iom from bringing a powerful monster through the gates of Hades and into the land of Rune.

Use the D-Pad to place the cursor arrow next to an adventure and press Button A or C to select. To cancel, press Button B. Once you've selected an adventure, the Name Select screen appears.

NAME SELECTION



highlight **END** and press Button A or C. Highlight **END** without entering any characters to use the Default name.

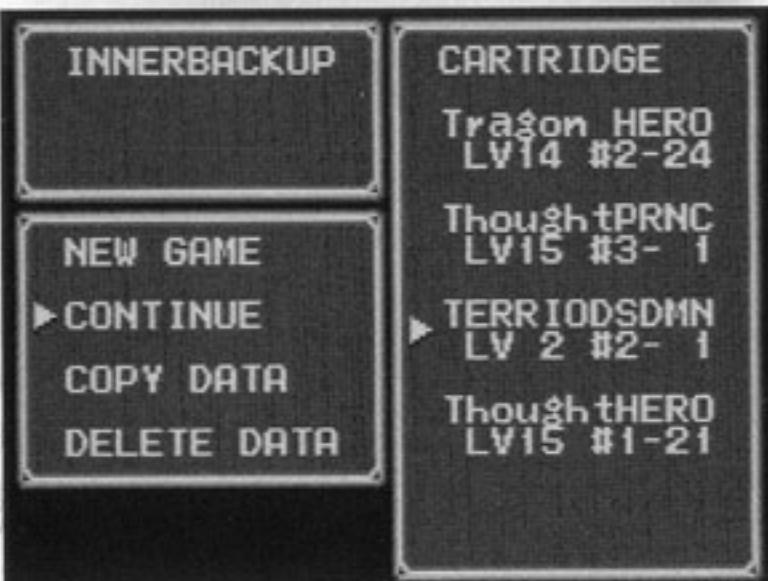
DIFFICULTY

After naming your character, choose the difficulty level of the adventure. Choose from **EASY**, **NORMAL**, **HARD** and **SUPER HARD**.

The difficulty level determines the amount and type of items you come across in your battles, how aggressively the enemies attack, and how often they use spells. Move the cursor arrow to a level and press Button A or C to select.

CONTINUING ADVENTURES

If you've already started an adventure, there are four game choices available. You can start a new adventure, continue an adventure you've already started, copy an adventure to empty RAM space, or delete an adventure.



Starting a new adventure is done as "Is This Your First Time?" (page 7). Select the save space, select the adventure, name your character and you're off. Continue a game by pressing the D-Pad left or right to access the inner backup memory RAM or the Cartridge RAM, then move

the cursor arrow to the game you want to continue and press Button A or C to start.

The delete function allows you to open space for a new adventure by getting rid of an old one. Pick the adventure you wish to delete, and press Button A or C. When the confirmation message appears, press Button A or C to delete or Button B if you decide not to delete the data.

Note: If you're not using the backup RAM cartridge, you must delete the previously saved adventure before starting on a new one.

Copying games allows you to go ahead with one adventure while having the option of going back later and retrying it if things don't go well. Use the D-Pad to highlight the adventure you wish to copy and press Button A or C to select it. Then select the space you wish to copy it to the same way.

You can only copy a game if you have space available to save it in. If all the spaces are filled, you have only two options: to continue an adventure or delete. Before you can save an adventure or start a new one, you have to delete an adventure.

YOU WANT INFORMATION...

Once you select an adventure, the introductory story begins. The adventures are interconnected, so pay attention to the story as it unfolds. The story so far is shown, followed by you and your team starting out on the adventure. Whether checking on a character's status, trading items, or asking to be healed, you need to make choices.

DECISIONS, DECISIONS



In any situation where you must make a decision (such as buying items, viewing characters and changing Classes),

two decision boxes appear. To make a decision, press the D-Pad left or right to highlight the YES nodding head or the NO shaking head, and press Button A or C to select.

CHARACTER INFORMATION

CRAY MHNK L18						
MAGIC	HEAL	ITEM				
HEAL	4	Healing Seed				
MUDGLE2	2	Healing Seed				
BOOST	2	Iron Claw				
HELL	2					

NAME	HP	MP	AT	DF	R6	MV
SIG	41	26	40	37	20	5
WENDY	33	47	54	35	24	5
APIS	54	0	71	46	23	7
CRAY	44	28	73	42	22	5
CLAUDE	41	0	63	35	20	6

Move the red highlight box down the list of character names with the D-Pad until the name of the character you wish to see is highlighted. Press the D-Pad left or right to shuffle between the Character's Points sheet and the Class/Level/Experience sheet.

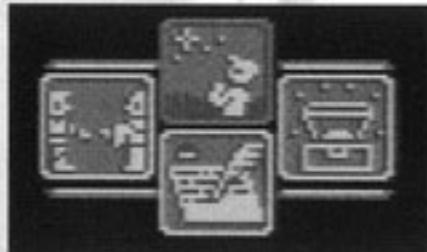
Above the statistics, a mini-data

sheet is displayed. To see the characters full Data Sheet, press Button A or C.

OPTION BOXES

Option boxes are used to make most game decisions. They appear both at headquarters and on the battlefield. On the battlefield, boxes appear for each character when it is that character's turn to move. Off the battlefield, option boxes appear as soon as you enter headquarters or enter shops. Highlight an option box and press Button A or C to see the options available.

AT HEADQUARTERS



Between battles you arrive back at headquarters, where you can access various options. The four main options, **HELP**, **ITEM**, **SAVE** and **MEMBER**, are displayed at the bottom of the screen.

HELP OPTIONS



RAISE



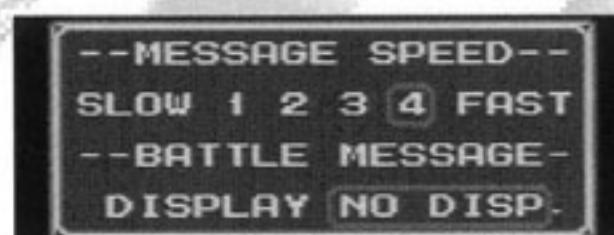
PROMO (Promote)



SPEED



This option allows you to change the speed of all screen messages and select the type of battle messages to be displayed.



The flashing highlight box indicates the current message speed. 1 is the slowest speed and 4 is the fastest.

The bottom half of the window is the battle options. Select **DISPLAY** to

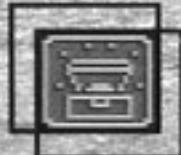
see all battle effects (including damage inflicted and items found), or select **NO DISP.** (no display), for faster battle action.

CURE



Your teammates are examined to see if any of them is poisoned or cursed. If so, you need to pay a fee to cure them. Select either **YES** to pay the fee and cure the character, or **NO** to cancel.

ITEM OPTIONS



Employing an Item is done by accessing the Item Options box at Headquarters or out on the battlefield. Items can be used, equipped, dropped, or given to another character. To do any of these, you first need to select an Item. Highlight the name of the character who has the item, then press Button A or C. Next, highlight the item you wish to employ, and press Button A or C to select it.

If you want to...



...**USE** the item, pick the character to use it on by highlighting a character's name, and pressing Button A or C.



...**EQUIP** an item, the Equip window appears with a hand at the bottom of the box (no item equipped). Move the highlighter to an item and press Button A or C to equip it. Any changes in the character's data (such as an increase in attack power) appears on the far right side of the Equip window.



...**DROP** an item, select the character and item as above. Then select either **YES** to drop the Item or **NO** to cancel.



...**GIVE** an item, follow the steps you would for using the item. If the character you want to give the item to has his or her hands full, you must trade one item for another. Highlight the item to trade, then press Button A or C.

Note: When on the battlefield, Items can only be given to a character standing adjacent to the character with the item.



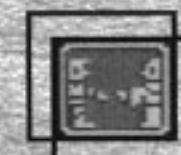
SAVE OPTION



The **SAVE** option allows you to save the adventure as it stands. After selecting this option, the confirmation window appears. Once you've saved the game, you are asked if you want to continue or not. Select **YES** or **NO** and press Button A or C.



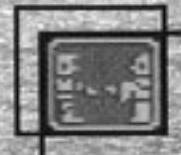
MEMBER OPTIONS



CHANGE



As you make your way through the lands of Rune, you will meet a number of characters who wish to join your cause. Unfortunately, only 12 characters can take part in the battles at one time! Use this option to replace members on the excursion team with others who are "waiting on the sidelines."



AUTO

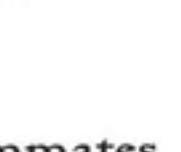


This option allows you to set any or all of your characters (excluding the leader of course) to act under computer control. Characters that are computer controlled appear in the character window with a heart to the right of their name.

VIEW



This option allows you to look at any of your teammates statistics, including what the character is carrying, the character's experience level, and how many Hit Points and Spell Points he, she or it has.



TALK



Select this to have a word with any of your teammates.

SHOPPING OPTIONS



Across the street from your headquarters you can usually find a shop which sells armor, weapons and the like. Step right up and have a look! Like the other commands, highlight the item and confirm with Button A or C, or cancel with Button B.

BUY



When buying, highlight an item, and the shopkeeper will tell you the item's price. If you want to buy the item, confirm the purchase, then select the character who will receive the item. If the item is a weapon, the shopkeeper will ask if you want to equip it, and you select **YES** or **NO**.

Note: If the character can't use a weapon, the shopkeeper will inform you of the fact. The shopkeeper then asks you if you want the item anyway. Select **YES** or **NO**.

SELL



Select the item you wish to sell and the shopkeeper will give you the going price. If the price is equitable, confirm the sale.

REPAIR



If you want an item repaired, select the item and the shopkeeper will give you the price for repairing it. Confirm or cancel.

DEALS



Select this option to see if there are any special items on sale. If you want to buy something, make your purchases just as you would for regular items.

FORWARD INTO BATTLE!

Now you're out on the battlefield, and there are a number of things to think about. What are the enemy's numbers and strength? Where are their strongest warriors situated? Take these questions into consideration before moving your warriors.

Once you have figured out what is waiting for you, and where, you have to think about a marching order. If your enemies are concentrated to the left, you might place your strongest warriors on that flank, with the spellcasters and archers just behind them. If you are near water, with the enemy on the other side, long-distance weapons like arrows and spears can do the job without needing to get close enough for hand-to-hand combat.



Once a character can move (characters move in order, the fastest character first and the slowest character last), his, her or its Stats window appears at the top right of the screen, and the effect the terrain has on movement appears in a window at the top left of the screen. The character will be able to move only as far as the flashing area on the ground extends, and can only move onto a space that isn't occupied by another character. Move your character with the D-Pad. When you have picked the place you want to stop, press Button A or C. If you reconsider and want to move your character again, press Button B and move your character to the new position.

Once you decide where to place your character, press Button A or C to see the Combat options. If your character is close enough to the enemy to attack, the highlighter will appear on the Attack option, and if the enemy is outside the characters striking range, the highlighter will appear on the Stay option. Move the highlighter to the option you want and press Button A or C.

BATTLE OPTIONS

ATTACK



Press Button A or C to begin your attack (if an enemy is close enough). If more than one enemy is in striking distance, a white highlighter square appears on an enemy. Use the D-Pad to highlight the enemy you wish to attack, and press Button A or C.



The Battle screen appears next, with your character on the right and your opponent on the left. The damage your character inflicts on the enemy will show on the enemy's HP (Hit Points) meter.

ITEM



If you want to use, equip or drop an item one of your characters is carrying, select this option. Items options are the same here as on page 12, except that you can only give an item to a character standing next to you.

STAY



This option ends the character's turn.

SEARCH



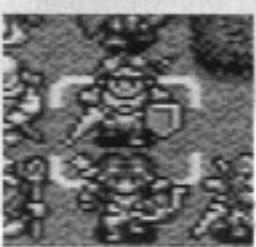
This option appears in place of the STAY command when a character is positioned next to a treasure chest, or when the character is next to a special area. Search the area to find hidden items—and special teammates!

MAGIC



If your character is a spellcaster, select this to cast a spell on a teammate or the enemy. See page 23 for details about spellcasters.

SPECIAL GAME OPTIONS



In battle situations, another set of options become available. To access these options, press Button B when one of your characters is ready to move. A white highlighter box will appear around the character. To access the special options:



Move the box to any character on the battlefield (including enemies) and press Button C to see that character's name, hit points, magic points and movement ability, or press Button A to see any character's full Status sheet (friend or foe). This can be very useful when you're up against an enemy you've never seen before. Press Button B to return to the character who is supposed to move.

Move the white highlighter box to a place on the battlefield that isn't occupied by a character and press Button A or C to see the Control Options.

CONTROL OPTIONS

MEMBER



Select this to see Status sheets for team members (see Character Information, page 10).

SPEED



Set the message speed and Battle Message options (see page 11).

QUIT

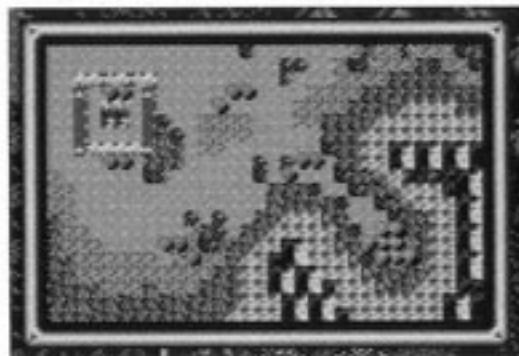


If you decide to stop the game, select this option, your game will automatically be saved to this point, and the Shining Force librarian appears on screen. You may turn off the game without losing your game data, or if you're just taking a break, leave the game on and come back to it later (by pressing Start).

MAP



Select this to see a small map of the entire battlefield, displaying the location of your team (in green) and the enemy forces (in red).



THE SHINING FORCE MEMBERS

Below are the starting members of the Guardiana and Cypress Shining Forces. They are loyal, dedicated fighters who will stand by your side in battle, and give all their energy to the task of defeating Iom.

GUARDIANA'S TROOP ROSTER



The leader of the new Shining Force hails from parts unknown. His background is a mystery as well. But as the adventure unfolds, his true identity may be revealed...

Race: Human
Class: Swordsman
Promotion: Prince



Ruce is the son of the original Shining Force's warrior Lug. Lug went on the first mission to save queen Anri, so Ruce has two reasons to fight the Iom evil.

Race: Dwarf
Class: Warrior
Promotion: Gladiator

SHADE



Shade's father is none other than Hans, the master bowman of the original Shining Force. Like father, like son.

Race: Elf
Class: Archer
Promotion: Sniper

APIS



Apis is a powerful warrior, and master of spear-throwing techniques. He takes after his father Ken—he likes nothing more than a good fight.

Race: Centaur
Class: Knight
Promotion: Paladin

WENDY



Wendy comes from a long line of wizards. It is said that she was the top of her class at Mage school—and judging by the stories about the Iom enemies, you'll need her talents.

Race: Elf
Class: Mage
Promotion: Wizard

SIG



Nephew of the great monk Gong, Sig carries on the healing tradition (and of course the fighting tradition as well—Sig is as ready as anyone to fight the Iom menace).

Race: Half-giant
Class: Monk
Promotion: Master Monk

CYPRESS TROOP ROSTER

CYPRESS' TROOP LEADER



He was found injured in the mountains, and was brought to Cypress. He has been chosen to lead the Cypress Shining Force—but will his teammates reconsider their decision when they learn his true identity?

Race: Human
Class: Swordsman
Promotion: Hero

NATASHA



Natasha was born and raised in Cypress, and has trained in the magical arts for many years.

Race: Human
Class: Mage
Promotion: Wizard

JAHAA



Jaha is more than your average warrior. His idea of a good time is to be in the front line of the battle. Be sure to oblige him.

Race: Dwarf
Class: Warrior
Promotion: Gladiator

ERIC



This young centaur is said to have royal blood in his veins. Unfortunately, he's a bit rash, and gets himself into trouble on occasion.

Race: Centaur
Class: Knight
Promotion: Paladin

DAWN



Eric may be the stronger of these two knights, but don't underestimate Dawn's abilities. She's an invaluable addition to your team.

Race: Centaur
Class: Knight
Promotion: Paladin

LUKE

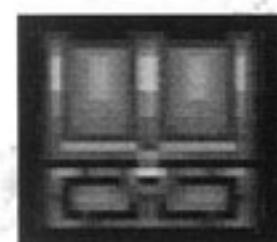


Luke acts as the healer of the Cypress Shining Force, as well as a capable fighter.

Race: Half-giant
Class: Monk
Promotion: Master Monk

As you make your way through the now treacherous lands of Rune, you will be joined by characters who are also committed to stopping Iom's menace. Be warned—not all of the characters will jump out and ask to join your team. Some of them must be sought out and discovered. Take a look around bushes, near pillars and anywhere else you think looks suspicious. You may be surprised at who you come across.

WEAPONS AND OTHER ITEMS



You can pick up weapons and items from foes you defeat in battle and inside treasure chests found here and there in the land of Rune. Try to leave at least one empty space in each character's item carrying space, just in case.

Not all weapons can be used by all characters, and some characters use certain weapons better than others. In addition, some characters can use certain weapons only after they've been promoted. Have each character try out a weapon and check his/her/its statistics to see how effective the weapon is for that character.

ITEMS

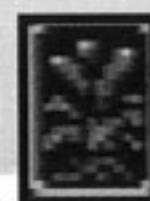
There are a large number of items which you'll come across in your journeys, in treasure chests or lying on the battlefield. Each has a special purpose, and you'll probably find a use for almost all of them. Below is a list of some of the items you'll come across.

Medical Herb



This helpful item restores a certain number of Hit Points to any character who uses it.

Antidote



The leaves of this plant dissolve poisons in the blood. With the number of ghouls, zombies, and other undead creatures roaming around, you'll need this item at some point.

Healing Seed



More expensive (and more effective) than the Medical Herb, these powerful seeds restore a large number of HPs to the character who uses them.

Angel Wing



This magic item allows the user to return to Headquarters. This item is useful at times when the Egress spell can't be used.

Healing Rain



This item restores all HPs to all the team members (it's a bit costly, as you can imagine).

Rings



Throughout the game, you will run across rings with various uses. Study your characters' statistics to help you figure out who can benefit most by wearing the ring.

Note: A character may wear only one ring at a time.

SPELLS

The magic of Rune is ancient and powerful. Mages and Healers throughout the land practice their craft with great devotion. Spellcasters are invaluable to your success. At the start of your journey, your spellcasters only know spells that can hit one opponent at a time, but as their abilities improve, they'll be able to blast a number of opponents with one spell! Below is a list of the spells each type of spellcaster can use:

MAGE SPELL LIST

Egress: The main characters and some wizards are able to use this spell, which brings the caster and the rest of the team back to headquarters.

Blaze: A hail of fire rains down on your opponent(s).

Freeze: This spell creates a whirlwind of razor-sharp shards of ice in the air around your opponent(s).

Bolt: Energy is channeled from the earth and through the spellcaster, then released at your opponent(s) as electricity.

Muddle: Creates a mysterious wall of fog around your opponents, confusing them.

Desoul: This spell invokes one of the Ancient Gods of Death who pulls the soul from an opponent. This dark spell can only be attempted by expert spellcasters.

Boost: This spell increases the recipient's attack and defense levels.

Sleep: This spell lulls your opponent(s) into a sound sleep, rendering them immobile until they wake up—if they wake up.

PRIEST SPELLS LIST

Heal: The Heal spell restores some of a character's HPs. Carrying around restorative potions and herbs is fine, but if you're out in the open for a long period of time, you're bound to run out eventually....

Detox: Any character who has been poisoned can be cured with this spell.

Aura: This powerful heal spell restores HPs to all characters in the caster's zone of influence.

Dispell: This spell is used against enemy spellcasters, stopping them from casting spells.

Slow: This spell slows your enemies down, giving your team more time to attack.

MONK SPELLS LIST

Heal: The Heal spell restores some or all of a character's HPs.

Muddle: Creates a mysterious wall of fog around your opponent(s), confusing them.

Detox: Any character who has been poisoned can be cured with this spell.

Dispell: This spell is used against enemy spellcasters, stopping them from casting spells.

Boost: This spell increases the recipient's attack and defense levels.

Aura: This powerful spell restores HPs to all characters in the spell's zone of influence.

Hell: Fireballs and shearing blasts of superheated air are directed at your opponent(s).

RETREAT/DEFEAT

As the leader of the Shining Force, you are the most valuable member. You have all the qualities that a good leader should have: bravery, strength and most importantly, wisdom. Make sure you live up to this by not getting into dangerous situations without support. If you plan to make it through the dangers, you must make sure not to fall in battle. Once the troop leader is defeated, the team is automatically returned to headquarters, minus half their gold.

If you're in trouble, use your character's Egress spell to retreat, and make sure some other members of the Shining Force are carrying Angel Wings to bring all of you back to Headquarters (in case things get rough and you can't wait for your leader's turn to cast Egress).

Once you've returned to Headquarters, your characters' Hit Points and Magic Points are restored automatically. However, characters that are cursed or poisoned remain so, and characters that haven't been raised won't be present in the next battle. Make sure to Raise all the characters that are exhausted, and Cure all characters who've been poisoned or cursed. If you need supplies, buy them right away. Once you've finished all that, save the game. Now you can take a break, and when you continue your adventures you'll be able to jump right into the action!



HELP FROM HEADQUARTERS

- Bear the following in mind; all members have their own strengths and weaknesses, such as fighting well against certain types of opponents. Keep your group fairly close together to avoid having anyone singled out and surrounded. Also, try to keep your leader and weaker members of the group protected as much as possible and make sure you have thought out your battle plan ahead of time to avoid costly mistakes.
- The land of Rune has seen many battles over the centuries, so any battlefield you find yourself on should be checked for items and weapons. Make sure to check odd areas (statues, holes in the ground, pillars and the like) as well—there's no telling what or who you may come across.
- As you know, Rune is a magnificent land, filled with hills, mountains, valleys and rivers. Your enemies will try to use the different terrains to their advantage. Think about how to position your troops to counter their attacks.
- Pay attention to your enemies' movement ability. Most enemies will position themselves so that they can reach one of your characters' position and attack that character in the following turn. Use their strategy against them by positioning your characters the same way.
- A lot of characters will join you on your mission, each one of which wants to see the Iom evil vanquished. As the team leader, you know that only 12 warriors can go out in any party, so don't overlook a member just because he or she is new, and don't keep other members in the party just because you're used to them. Your team knows as well as you do that only with the best warriors do you stand a chance of defeating the Iom menace.
- Be prepared to fight to the finish if there is no escape, but remember that if the main character is defeated, it doesn't matter if there's only one monster left or twenty—you'll have to start again at the beginning of that battle. The moral is that if things look hopeless, a fool keeps fighting and a wise person retreats, rethinks and tries again.

GUARDIANA'S • SHINING • FORCE



CYPRESS' • SHINING • FORCE



CREDITS

Producer: Jerry Markota

Product Manager: John Garner

Text Translation: Sinobu Shindo

Text Editors: Jerry Markota, Sara Reeder

Lead Tester: David Wood

Assistant Lead Testers: Gregg Vogt, Todd Pifer

Testers: Crisi Albertson, Mark Griffin, Joe Cain, Stan Weaver,

Tony Lynch, Michael Wu, Conan Tigard, Michael Williams

Manual: John McClain

Special Thanks: Judi Markota, Michael Deininger, Mikiko Itoga,

Wendy Dinsmore, Marc Sherrod, Manabu Akabane



NOTES



NOTES

LIMITED WARRANTY



Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

**PLEASE:
COMPLETE THESE
QUESTIONS AND
MAIL THIS POSTAGE-
PAID CARD TO SEGA.
THANK YOU.**

1. Who will use this SEGA product the most (primary user)?

First name

Last name

Address

City

State

Zip

Phone number

□ 1 Male

Birth Date / /

□ 2 Female

mo / day / yr

2. Describe the other game players in your home:

PLAYER 1: Age 1 Male

2 Female

PLAYER 2: Age 3 Male

4 Female

3. Who bought this product?

1 Primary User 2 Parent/Guardian 3 Friend

4 Relative 5 Another Household Member

When was it bought? /
mo / yr

4. What is the name of the game you purchased?

5. What other electronics or computers do you have in your home? PLEASE CHECK EVERYTHING YOU HAVE.

For Game Playing:

- 1 Atari Lynx
- 2 Game Boy
- 3 Game Gear
- 4 NES (8 bit)
- 5 Philips CD-I
- 6 Super NES (16 bit)
- 7 TurboGrafx CD
- 8 Other

Other:

- 1 CD Player
- 2 Laser Disc Player
- 3 Macintosh
- 4 PC (IBM or IBM Compatible)
- Computer
- 5 VCR

6. What kinds of games do you play most often?

- 1 Fantasy Action
- 2 Fantasy Role Playing
- 3 Fighting Machines
- 4 Fighting Adventure
- 5 Futuristic
- 6 Super Heroes & Cartoons
- 7 Puzzles/Strategy
- 8 Sports

SEGA™

CDSW92



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT NO. 196 REDWOOD CITY, CA

POSTAGE WILL BE PAID BY ADDRESSEE



SEGA CD™ REGISTRATION
P.O. BOX 5784
REDWOOD CITY, CA 94063-9771

SEGA CD™

WHY START BACK AT THE BEGINNING EVERY TIME YOU PLAY?

WITH THE CD BACKUP RAM CART YOU HAVE EXTERNAL BACKUP MEMORY FOR SEGA CD GAMES. SO YOU CAN STOP A GAME AT ANY LEVEL, SAVE IT, AND COME BACK FOR MORE — RIGHT WHERE YOU LEFT OFF.

YOU CAN SAVE MANY GAMES AND ACCESS THEM AT ANY TIME!

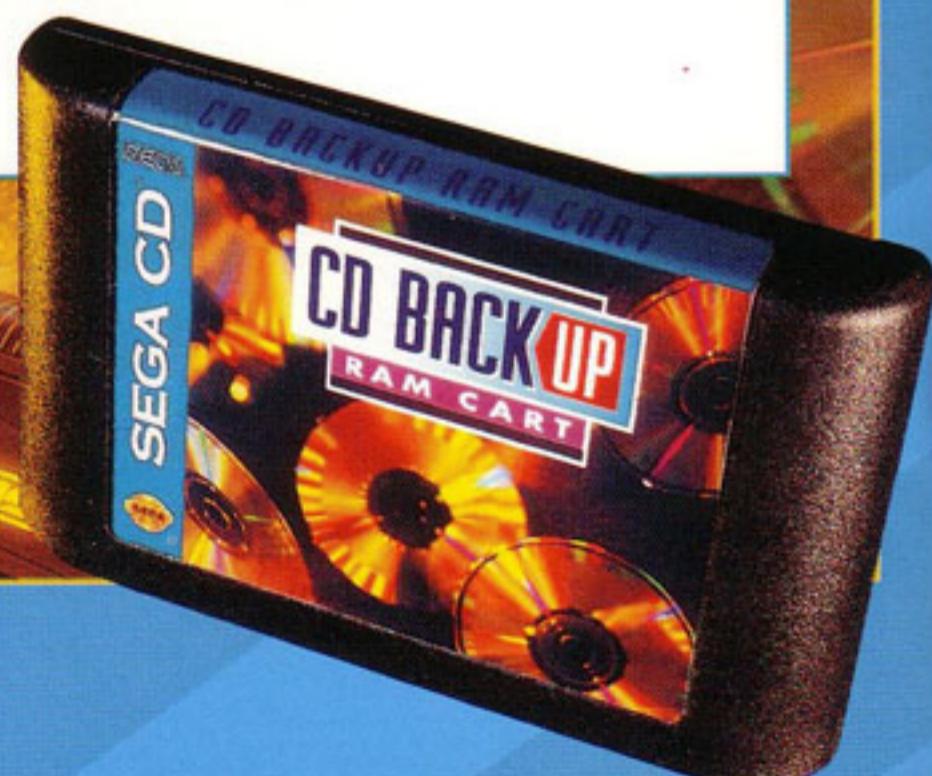
- PROVIDES 16 TIMES MORE STORAGE SPACE THAN THE SEGA CD INTERNAL MEMORY.
- GREAT FOR LARGE GAMES OR WHEN INTERNAL CD BACKUP RAM IS FULL.
- EASY TO USE, JUST INSERT THE CD BACKUP RAM CART IN THE GENESIS CARTRIDGE SLOT AND SELECT "SAVE".

- FOR USE WITH SEGA CD GAMES WITH A "SAVE" OPTION INCLUDING:
ADVANCED DUNGEONS & DRAGONS®, EYE OF THE BEHOLDER,
DARK WIZARD™, DOUBLE SWITCH™, DRACULA UNLEASHED™,
JOE MONTANA'S NFL FOOTBALL, JURASSIC PARK™, PRINCE
OF PERSIA™, PRIZE FIGHTER™, RACING ACES™, SHERLOCK
HOLMES™ CONSULTING DETECTIVE™, SHERLOCK HOLMES™
VOL.II, SONIC CD™, TOMCAT ALLEY™.

CD BACKUP

RAM CART
RECOMMENDED

LOOK FOR THIS LOGO
ON NEW SEGA CD
GAMES WITH SAVE
GAME CAPABILITIES.



Sega, Sega CD, Welcome to the Next Level and Shining Force are trademarks of SEGA. Please see individual game boxes for other trademark details. This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. ©1994 SEGA. P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Software programmed in the U.S.A. Made and printed in the U.S.A.